

Learn to Cook up great games just like ...

**BiOWARE™**  
**CORP**



*Just in time for  
the holidays!!*

*Step-by-Step  
Recipe*

*Exclusive secrets of game development revealed inside!*

*Save time, money, and a lot of hard work by using this great new product!*

*Get it Inside!!*

# How to make a game

In order to create great game after great game, you need a fool-proof recipe. Without this marvel of modern engineering, you may create one of those forgettable games that gets played for 1 week and are then tossed in a box in someone's garage. To ensure that this doesn't happen to you, BioWare and its mother company, Global Domination, Inc., are providing you with this easy-to-use kit with step-by-step instructions, that will get you on your way to gaming stardom in no time flat!

## Ingredients for game

**1** package of BioWare's "Game Dough" includes:

**1** "Programmer tray"

**1** container "Artist-in-a-can"

**1** package "Admin glue"

**1** "QA Thermometer"

**1** "BeatBox Sound Designer Pro"

**140** hard working BioWare "Employees"

**1** can of "Designer spray"

**1** "Animatorific 3000"

**1** can of "Hot PR Air spray"

**1** "Extra Strength Hot PR Air spray" refill

**1** "Production Stick"

## Instructions

**Step—01:** Remove the products from the package, and inspect them. Take Game Dough out of the plastic wrapper, and let it chill somewhere in Edmonton, Alberta, Canada. Coat the Programmer Tray with Designer Spray. This will ensure that game-creation process progresses as smoothly as possible. Add "Game Dough" to the tray and beat "Artist-In-A-Can" into the dough using "The Production Stick" until the dough gains a bit of a rock-like texture. Next, use the "Animatorific 3000" to ensure that the dough doesn't become solid-it needs to move around a bit to become complete! Continue to beat the "Artist-In-A-Can" until it produces a result that looks pleasing, all the while using the "Animatorific 3000" to keep the Game Dough from becoming solid and out-of-date. Liberally sprinkle "Employees" throughout the Game Dough. Repeat Step\_01 for 2 to 5 years, or until pleased with basic concept.

**Step—02:** Now that you have a base, spray mixture with the "Hot PR Air Spray." This ensures that people know what sort of game you're making, and can begin to

salivate at the thought of playing it. Use

the "BeatBox Sound Designer Pro" to add various funny noises to your Game. Now use "QA

Thermometer" to test if the product is finished. If the thermometer reads "Cool!" you are almost ready to ship. If not, repeat Step\_01 again until satisfied with outcome. Repeat using the "QA thermometer" until game is well done. This may take another 2 to 5 years.



**Warning:** Game Dough may make you irresistible to the opposite sex.

**Warning:** You may need to use liberal amounts of "AdminGlue" to keep "Employees" occupied and interested during the development of your Game.

# Happy Holidays

from the creators  
of "Game Dough"

**BiOWARE**<sup>TM</sup>  
CORP

**Step\_03:** Now that the Game is finished, the next step is to saturate the game with the "Hot PR Air Spray" until the entire world has had a taste of your Game. To keep fans stuffed you will need to purchase our "Extra Strength Hot PR Air Spray" and gorge them with new and exciting flavours. To do this properly you might have to repeat Step\_01 and Step\_02 over.



**Step\_04:** \*\*Sit back and enjoy the benefits of fame and luxury. \*\*\*You might have to use the "Production stick" to beat off the hordes of fans (preferably of the opposite sex) that will soon attach themselves to your legs.

**\*Warning:** Image of box is only a fictional representation of the game. Game may not turn out exactly as shown.

**Warning:** Before starting next game, get reacquainted with your family and friends, if you have any left.

**Warning:** Loss of sleep, eyesight, and the ability to have a discussion about anything other than games may occur.

**\*\*Warning:** This doesn't happen.  
**\*\*\*Warning:** This really doesn't happen.

# BioWare Products



**Game Dough**  
Pleasant mixture of  
storyline, graphics engine,  
game modification tools,  
dragons, fairies, flour, milk,  
and eggs



**Programmer  
Tray:** Metal tray  
made from the  
jewelry of BioWare  
programmers



**Artist-In-A-  
Can:** Roughly 50  
shrunk BioWare  
artists (add to  
cereal to brighten  
up your morning)



**Designer  
Spray:**  
Blood, sweat,  
tears, lego and  
a little drama  
from BioWare's  
designers.



**Hot PR Air  
Spray:** The PR  
department spoke  
into a can for two  
hours, sealed it, and  
packaged it! For  
extra Strength try  
our Methane refills.

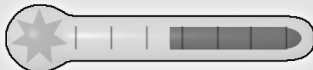


**BeatBox Sound  
Designer Pro:** Includes  
sounds like "B is for Barn" and  
"Go for the eyes, Boo!"

**AdminGlue:** Made  
from the bones of various  
BioWare administration  
staff



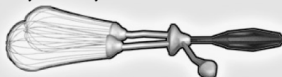
**QA Thermometer:** Its exact components unknown, this quality-  
assurance-related apparatus offers measurements of game progress,  
ranging from "There's nothing in QA" to "Ready to ship"



**Production Stick:** It's a stick. For beating things.



**Animatorific 3000:** It's like an eggbeater,  
only blessed by each of BioWare's animators



**Employees:** These things work on a microscopic level throughout the day to make sure your Game turns out well

**Buy NOW!!!**

**Order Game Dough now!!! While supplies last!!**  
Not only will you be able to make great games, but it will make you popular!



**ADD MYSTERY TO YOUR GAME WITH  
EXPANSION DUMPLINGS**

**NO PRESERVATIVES  
OR ARTIFICIAL  
COLORS!**

**SIMULATED MYSTERY  
FANTASY FLAVOUR.**

**JUST LIKE  
YOUR MOTHER  
USED TO MAKE!**

**Warning:** Fung La's Jade Empire takes no responsibility for the mayhem that  
may occur during application of the dumplings. They cannot control what they do not know.



**Advertisement :** Expansion Dumplings are a product of Global Domination, Inc. BioWare Corp. was forced to place this ad here and  
does not obtain any profit from the sale of Expansion Dumplings. But they sure are good. Mmm...dumplings...